

## REMARKS

In the outstanding office action, claims 1-13 have been rejected in light of the prior art. In this amendment, claims have been amended as indicated above. Accordingly, claims 1-10, 12, and 13 are pending and at issue.

Turning now to prior art rejections, claims 1-3, 6, 8 and 10 have been rejected under 35 U.S.C. 102(a) as being anticipated by "3DZoneMaster", collectively referenced to:

- [www.proxy-ms.co.il/pegasus.htm](http://www.proxy-ms.co.il/pegasus.htm) (1998),
- [www.mpog.com/reviews/hardware/controls/-techmedia/3dzone](http://www.mpog.com/reviews/hardware/controls/-techmedia/3dzone) (1997),
- [www.gamesdomain.co.uk/-gdreview/zones/review/hardware/-jan98/3dz\\_prnt.html](http://www.gamesdomain.co.uk/-gdreview/zones/review/hardware/-jan98/3dz_prnt.html) (Janv. 1998)
- [www.time.com/time/magazine/-1997/dom/971215/-techwatch.html](http://www.time.com/time/magazine/-1997/dom/971215/-techwatch.html) (Dec. 1997) and
- [www.Gamersu.com/reviews/hardware.sap?id=11](http://www.Gamersu.com/reviews/hardware.sap?id=11) (hereinafter 3DZoneMaster).

The applicants respectfully submit that 3DZoneMaster fails to disclose each and every element of the pending claims, and therefore fails to anticipate the pending claims.

Claim 1, as well as the dependant claims there from, specify, a pistol for a video game shooting system used by a player to enable a virtual actor to shoot at least one virtual target, the system comprising:

a display system which can display an image of the video game shooting system incorporating the at least one virtual target, said image being representative of a viewing field of the virtual actor;

a game processing means having at least one microprocessor which is connectable to said display system to control said image of the video game shooting system on said display system; and

the pistol, which is connectable to said game processing means, comprising a grip supporting a frame which defines a shooting axis, said pistol further comprises a means for triggering shots on the at least one virtual target following the shooting axis, said means for triggering shots being activated by the player to send a shooting instruction to said game processing means at an instant chosen by the player, wherein the displacement of said shooting axis relative to the display system and the virtual actor is caused by an orientation of the frame of the pistol relative to said display system due to the player's action,

wherein the pistol further comprises an integrated means to control a movement of the viewing field of the virtual actor, enabling the player to move the virtual actor in the video game shooting system and to shoot in a location and at a moment chosen by the player.

3DZoneMaster fails to disclose such elements.

In fact, 3DZoneMaster discloses an ultrasonic wireless 3D device which utilizes ultrasonic sound waves to triangulate the location of the device. 3DZoneMaster also uses the infrared signals only to monitor all buttons and programmable point of view.

Consequently, 3DZoneMaster has an ultrasonic sound generator that transmits signals to an ultrasonic positioning sensor comprising an L-shaped bracket. The ultrasonic positioning sensor can be located onto the monitor or display system or being spaced apart from the display system which displays an image incorporating at least one virtual target.

Once activated, the 3DZoneMaster becomes a 3D wireless mouse which permits the movement of a cursor on the display system.

Consequently, the 3DZoneMaster device does not interact with the display system but with the positioning sensor located onto or beside the display system. Consequently 3DZoneMaster does not use a shooting axis and there is no alignment between the eye of the player, the 3DZoneMaster device and the target displayed on the display system.

With the 3DZoneMaster device, the player moves the cursor on the display system by moving the device (or 3D wireless mouse) relative to its corresponding positioning sensor, and thus it is absolutely necessary to have a cursor displayed on the display system in order to permit to the player to superimpose said cursor with the target before the activation of the means for triggering shots.

On the contrary, with the pistol according to pending claim 1, it is not necessary to have a cursor displayed on the display system; since said pistol comprises a grip supporting a frame which itself defines a shooting axis. The difference is due to the fact that the pistol according to claim 1 is used for light gun games and for that it comprises a pointing device including a light sensor. This light sensor detects a light spot which scans the display system for calculating the projection of the shooting axis of the pistol on the display system.

Therefore, the displacement and the projection of the shooting axis relative to the display system is caused by the orientation of the frame of the pistol relative to the display system. The presence of a cursor on the display system is not necessary due to the alignment between the eye of the player, the frame of the pistol and the target displayed on the display system. Therefore, the player directly shoots the virtual target on the display system with the alignment of the frame relative to the display system. These features permit to the player to shoot with the pistol according to claim 1 in optimal conditions which come very close to reality.

No disclosure of a pistol comprising a frame defining a shooting axis which can be displaced by an orientation of said frame relative to the display system is provided by 3DZoneMaster.

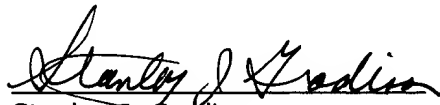
The applicants therefore respectfully request that the anticipation rejection be withdrawn.

Claims 4, 5, 7, 9, and 11-13 have been rejected under 35 U.S.C. 103(a) as being unpatentable over 3DZoneMaster. By way of this amendment, claim 1 has been amended as indicated above, and claims 4, 5, 7, 9, and 11-13 are directly or indirectly dependent on claim 1. In light of the arguments set forth above, Applicant believes that Applicant's invention is not anticipated by 3DZoneMaster, and that Applicant's invention would not be obvious over 3DZoneMaster. Accordingly, Applicant requests retraction of the Examiner's rejection under 35 U.S.C. §103(a).

In accordance with the provisions of 37 C.F.R. 1.21, attached to the amendment is a marked-up version of the changes made to the claims by the current amendment. The attached page is captioned "version with markings to show changes made".

In light of the foregoing, the prompt issuance of a notice of allowance is respectfully solicited.

Respectfully submitted,

  
Stanley J. Gradisar,  
Reg. No. 42,598  
1801 California Street, Suite 4100  
Denver, Colorado 80202-2641  
(303) 298-5786

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VERSION WITH MARKINGS TO SHOW CHANGES MADE IN THE CLAIMS

1. (amended) A pistol for a video game shooting system used by a player to enable a virtual actor to shoot at at least one virtual target, the system comprising:

a display system which can display an image of the video game shooting system incorporating the at least one virtual target, said image being representative of a viewing field of the virtual actor;

a game processing means having at least one microprocessor which is connectable to said display system to control said image of the video game shooting system on said display system; and

the pistol, which is connectable to said game processing means, comprises a grip supporting a frame which defines a shooting axis, said pistol further comprises a means for triggering shots on the at least one virtual target following [a] the shooting axis, said means for triggering shots being activated by the player to send a shooting instruction to said game processing means at an instant chosen by the player, wherein the displacement of said shooting axis relative to the display system and the virtual actor is caused by [a movement] an orientation of the frame of the pistol [due to the player's action] relative to said display system due to the player's action,

wherein the pistol further comprises an integrated means to control a movement of the viewing field of the virtual actor, enabling the player to move the virtual actor in the video game shooting system and to shoot in a location and at a moment chosen by the player.

2. (amended) The pistol for a video game shooting system according to claim 1, wherein said integrated means to control said movement of the viewing field of the virtual actor comprises a multidirectional control device.

7. (amended) The pistol for a video game shooting system according to claim 1 [wherein said video game shooting system further comprises] comprising a mechanical system with a mobile mass intended to simulate a recoil when the player is shooting.